



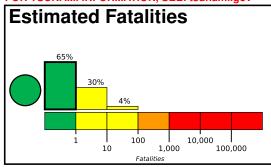


PAGER Version 10

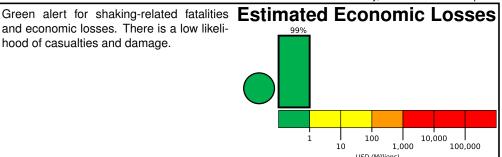
Created: 1 day, 0 hours after earthquake

M 4.8, 3 km NNW of El Centro, CA Origin Time: 2024-02-12 08:36:23 UTC (Mon 00:36:23 local) Location: 32.7727° N 115.6061° W Depth: 27.9 km

FOR TSUNAMI INFORMATION, SEE: tsunami.gov



and economic losses. There is a low likelihood of casualties and damage.



Estimated Population Exposed to Earthquake Shaking

ESTIMATED POPULATION EXPOSURE (k=x1000)		15k*	11,443k	940k	180k	15k	0	0	0	0
ESTIMATED MODIFIED MERCALLI INTENSITY		I	11-111	IV	V	VI	VII	VIII	IX	X+
PERCEIVE	SHAKING	Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme
POTENTIAL DAMAGE	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

^{*}Estimated exposure only includes population within the map area.

Population Exposure

population per 1 sq. km from Landscan

5000 10000 115.2° W 113.9°W 116.6 an Bernardino Blythe Calipatria 33.0 B. awiey Guadalupe Victoria 31.8°N

PAGER content is automatically generated, and only considers losses due to structural damage. Limitations of input data, shaking estimates, and loss models may add uncertainty.

Structures

Overall, the population in this region resides in structures that are resistant to earthquake shaking, though vulnerable structures exist. The predominant vulnerable building types are unreinforced brick masonry and reinforced masonry construction.

Historical Earthquakes

Date	Dist.	Mag.	Max	Shaking
(UTC)	(km)		MMI(#)	Deaths
1991-06-28	276	5.6	VI(1,267k)	1
1992-06-28	178	7.3	VIII(23k)	1
1971-02-09	315	6.6	IX(21k)	65

Recent earthquakes in this area have caused secondary hazards such as landslides and liquefaction that might have contributed to losses.

Selected City Exposure

MMI	City	Population
VI	Imperial	15k
٧	El Centro	43k
٧	Heber	4k
٧	Seeley	2k
٧	Calexico	39k
٧	Brawley	25k
IV	Mexicali	597k
Ш	San Diego	1,307k
Ш	Ensenada	257k
II	Tijuana	1,376k
II	Riverside	304k

bold cities appear on map.

(k = x1000)